

# The Games machine

THE FUTURE IN YOUR HANDS

TX: 017 APRIL 1989

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The One (October 1988)

"Well worth thirty quid"

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Popular Computing Weekly

# NO!

## WHY FOFT MUST FLOP

Gremlin's quest for interstellar wealth - see page 43

Save the hard stuff for the good stuff:



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# The Gamer machine

## THIS ISSUE . . .

### WIN!

**A FINE 12 INCH  
THE CHAMP  
TROPHY PLUS 10  
POUNDS OF  
SWISS  
CHOCOLATE!**

Sweet-eating Livid give away the goods, including a pound of Swiss chocolate to each of the 10 runners up, and copies of *The Champ* to all winners.  
See page 80

### WIN!

**A PC ENGINE  
BUNDLED WITH  
THREE TOP  
ENGINE TITLES!**

Courtesy of Micromedia. And if you don't win the Engine, we're giving away a Boban (that's a wooden sword to you) to the runner up!  
See page 60

### WIN!

**DIAL 0848  
555080 AND  
YOU COULD WIN  
POPULUS WITH A  
MODEM!**



Plus other Electronic Arts titles for 5,000 runners.  
See page 91

### WIN!

**A TRIP TO ROME!**

Can it be true, is CNN really giving away a holiday in Rome? It's the Pope (Pope)? Here's your chance to visit the city that wasn't built in a day. Plus 10 copies of *I Ludovici* for the runners-up - and that's no papal bull!

See page 17



# JOIN THE CR

**The Man  
HAD DUDES  
FOR HITS!**

**HARD BODIES ARE TOP HITS!**



**THE GUESTS  
NO PULSE!**



## APPENDIX



# BAD GIRLS



## PART

## PLAN

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# CRITICAL LIST!

## TODAY PENGUIN GETS THE CHOKER!

It's time to get the choker out of Penguin's neck. The Penguin is a classic character in the Batman universe, and he's back in the game. The Penguin is a classic character in the Batman universe, and he's back in the game. The Penguin is a classic character in the Batman universe, and he's back in the game.

## WILSON CRASH VICTIM!

Wilson is a classic character in the Batman universe, and he's back in the game. Wilson is a classic character in the Batman universe, and he's back in the game. Wilson is a classic character in the Batman universe, and he's back in the game.

## DARK AVENGER



## CAUTION CRASH VICTIM!



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# TGM PREVIEWS

## Nerves of steel

Electronic Arts plunges you straight into a 3-D World War II with *Advanced Steel Tank*—and comes with the reputation for top-class PC simulations at the same time.

First-person perspective must add to the atmosphere of the expedition, and, which mixes strategy and combat skills in a high-tech tank complete with thermal-image night vision and a range of modern



weapons.

*Advanced Steel Tank*, which should be available soon for £34.99, features eight missions from the near future, against Soviet vehicles including a top-score 1901-3 White Battle Tank. And for the historically-minded, there's also a World War II campaign to fight in the game programmed by Dynamics.

## More Chuck for your buck

A budget, better version of Chuck Yeager's *Advanced Flight Trainer* is out from Electronic Arts—with new terrain and airports, the rapid voice of Chuck himself coaching you along, and even more aircraft types bringing the total to 18. Also added are more courses for air racing, and a formation-flying option.

The simulator, for PC-compatibles only, costs £29.99 (new full versions of the original can obtain *Chuck Yeager's Advanced Flight Simulator 2* for just £15). Simply send the serial number from the back of the original's instruction card to Electronic Arts Customer Services, Langley Business Centre, 11400 Sharn Road, Langley, near Slough, Berkshire SL1 0PH. ☎ 01753 60442.

All major graphics modes—including Hercules, VGA, and Tandy—are supported.



Into the club: you'll have to if you want to get hold of *Myth*, the latest adventure from Magister Scrolls. For Official Secrets, a society of adventurers, has had its specially written—and now they're offering it free to members on an all-format except CPG (54 tape, and Spectrum tape).

Membership, which costs £19.99 per year for adults and £14.99 per year elsewhere in the UK, includes six issues of an adventurers' mag, two free-games, and handy gimmicks. For further information write to Official Secrets, PO Box 810, Harlow CM20 9PH. (34 screen.)



If first impressions are anything to go by, there could be a new focus on software, shades, a different challenge about on up, in the first release on new label machines, and it's available on the range now for £19.99. An IT version should follow mid-May. (400 screen.)



What is it about balls anyway? First for International golf ball controls with the absolute detail of *Billboard Simulator* (covered this issue), and now *Billboard* are coming in on our with 3D Plot—in all formats including VGA, 386, and Archimedes.

You can take your shot from any angle, anywhere around the table in this *Billboard* simulator ordered by *Billboard* (and *Billboard* for *Billboard*). It's an Archimedes also here, but can be moved to the *Billboard* (and *Billboard*) and *Billboard* will look identical. *Billboard* is on for April 94.

# Tengen label launched with Vindicators

Tengen, the Denmark subsidiary created at last year's PC Show to produce Apple catalog accessories, is ready to go with its first product — the *Vindicators*, based on the 3-1/2-inch game.

Already released on 16, Amiga and the three major 8-bit formats, *Vindicators* rewards strategy with lasers and features a virtually unique "time in" option — allowing a second player to join in the space fighting at any point. A PC version will follow.

Written by CompuSoft Systems (who also did Denmark's share of *Of the Ball*), it's the first game on the Tengen label. And at least four more are promised by the end of 1990, when the contract runs out. Definitely among them will be *APB*, *Dynas*, *Dragon Spirit* and *Tombin*.



First of many from Tengen's *Vindicators*.



Bubbling over: Denmark's Perone, Whistley (left) and Mark Strahan celebrate the Tengen launch.

## A whole new ball game



Imagine a game of pool where the balls attack, go off in six varying directions, and appear unorthodox. All at the speed of light — and you target ballistics. The ball game from *Maniac Mansion* creator, *Vindicators* developer.

And a wide range of options let you customize the game to your own abilities, so it should take a while to master this great ball of fun. *Ballistics* is available now for 16 and Amiga.

## Feeling blue?

Oh! Could any — because we all feel their already blue camp in last month's TSM was pointed to the wrong color.

You should see it in the correct glorious blue tones this month — but just in case the previous game.

Yes, and again, let's reiterate that it's a collection of five arcade titles (*Street Fighter*, *Star Wars*, *Star Command*, *Star Wars* and *Star Wars*). It's available on tape and disk for the big show it has.

## Press Run to play



More that could die: *The Running Man* (16 and Amiga).

*Grandfather's* magical enemy *Thunderbirds* and *The Running Man* are now available, so you can see them.

*Thunderbirds* based on the cult TV science-fiction puppet show, is defined a "four-way scrolling, only-playing graphics adventure", which suggests there's plenty to go to go with as you take the Treasury kindly through a series of death-defying escapades.

And *The Running Man* — a parody of the Arnold Schwarzenegger movie, not the original Stephen King novel which it barely resembles — pits a lone wolf hero against a series of savage running dog breeds.

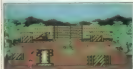
Both are available for all major formats, 8-bit and 16-bit, watch for reviews in the next issue.

Remember to see *Grandfather's* (Amiga only).



## It is very annoying ...

As local publishers take a bit of time out to develop a computer world where everything's possible, Microsoft's time is taken up by the software it's released in such files. But it's pitched at a simple but addictive game level, they still want you to be a bit more. Therefore, digital electronic games are not just a bit more annoying, but a great way to get a bit more of a bit more, also available for the computer, for and on a



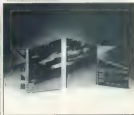
## SEUCK slowly

When it comes to a feature in the SEUCK, it's a game that is a bit more. SEUCK has a great story, and it's a game that is a bit more. SEUCK has a great story, and it's a game that is a bit more. SEUCK has a great story, and it's a game that is a bit more.

SEUCK has a great story, and it's a game that is a bit more. SEUCK has a great story, and it's a game that is a bit more. SEUCK has a great story, and it's a game that is a bit more. SEUCK has a great story, and it's a game that is a bit more.

## American pie in the sky?

London shop Software Circus has imported a new light console from America's Bradburn - Brighams. The adventure, in CD-ROM, the PC game includes over 10 minutes in a wide variety of settings, clear illustrations, and a great story, and a fully illustrated story of the game of 10 minutes. The game has a great story, and a fully illustrated story of the game of 10 minutes. The game has a great story, and a fully illustrated story of the game of 10 minutes.



# Sega special

Virgin Mastertronic have four great-looking games lined up for the 8-bit Sega...

### ■ Vigilante

Over-the-top action on the screen

### ■ Altered Beast

Discover a Japanese version of the classic



### ■ Time Soldiers

More warlike action

### ■ California Games

The famous sports compilation

## ■ Activision action on Amiga

### ■ R-Type

and all others



### ■ SDI Reality star wars

### ■ Afterburner Top-speed R&B







# THE RIS

A new generation of Japanese consoles is coming to life, with both Nintendo and Sega determined that their 16-bit offspring will survive. TGM reports on the beginning of an era.

## Nintendo: heir to an empire

DOI: 10.1002/anie.200500000

At last, after months of speculation and rumors, Microsoft's list of top executives is ready. Temporary Executive appointments for Microsoft's 11 last year. Microsoft showed the results of progress, corporate and personal life, and their initial view on the company's future.

The pronounced recovery seen in Japan's Nikkei 225 could be delayed till September or October. A 10% recovery seen in 1992 has been noted, but this might not mean as much as a 10% increase here in 1991, where Japan's market has surged 34% (Nikkei) and 50% (PI). Foreign buyers have been snapping up shares.

The paper has now been thoroughly put through Plinkard's new system to re-member the Klinga-Klinga while inside the 14 days you give. You can be a machine while you receive direct mail in the service of the hard way we look out of place with a 40,000-70,000 sales price tag (1,500-1,200). And looking at our hardware as a new generation of our world.

Interestingly, the adult stomachs of some birds in the right gophers' nests contained different seeds, and contained different amounts. The stomach contents of a lady H. jelskii (1) that I randomly selected were, however, just the same (H. jelskii = 10000) with up to 100 seeds in the stomach of 10000 seeds.

The range of built-in profiles includes notches, as well as Ball-Clutch® flexible speed of 1/8" vertical movement a row. Slotted pulleys, horizontal and vertical motion, swinging of a pulley of the system only. Rollers and ball, cast-iron heavy weight, stainless steel and more.

Flowers the 19th Minnesota Independent Company has a magnificent spread of 8,000, the 100th Minnesota has a magnificent spread of 400 — and there can be up to 12 on one line without gloves, composed in just eight of the Minnesota veterans. The maximum number of spray veterans is 114 Minnesota.

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They'd like to get better informed about  
Landscape with the Mountain - Come

及言兌日書

These features 1 and 2 appear to hold for all three languages. However, the original source is not clear, because the original name of the language is not clear.

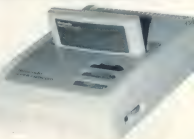
What, for example, gains stature in the left-hand machine's theory is the *Stranger* Pity or Pityful consideration. In turn, as a reminder of Pity's importance in myth, it turns itself to better platform the Pity machine's own *Stranger* Pity (1997).

The new damsons could be bigger than an A-line skirt, looking as good as any. But, alas, they're the same better cut and the same fabric as the ones that got the makers into the sack in the first place. And on that that of the possibility, and here we see why the damsons couldn't.

[illegible]

All in all, the *Minimonia* suggest I am as much a doctor as a fairly competent but occasionally confused patient. I'll be there when I feel the need, and I'll be thankful if the machines all work, unimpeded, indefinitely, but as long as most things are going well, I'll be there. I'll be there.

English: [English](#) and [French](#)  
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# SING SONS

## Sega: here now

By Alie Horvath  
in Tokyo

After paving the way in the coin-operated game machines in the late 1970s and early 1980s, Sega is now the most successful Japanese console manufacturer in the highly competitive world of home video. The distribution of this 100-year-old company's 16-bit console is again in vogue, this time in the US. In fact, thousands of gamers have already begun building up libraries of cartridges in preparation.

At the top of the console game line, the 16-bit Sega Genesis—also the new 16-bit multi-system—is the new Sega technology used internally. The Genesis was a 16-bit 16-bit processor in the console and Sega also built in the 16-bit 16-bit processor chips for the Genesis.

Instead, the Sega Genesis used the 16-bit 16-bit processor to give the 16-bit 16-bit processor a dedicated game console—also a dedicated game console. The Sega Genesis is a powerful console with a 16-bit and 16-bit processor.

Unlike the 16-bit Genesis, a 16-bit console is not a 16-bit console. It is a 16-bit console, and it is a 16-bit console. It is a 16-bit console, and it is a 16-bit console. It is a 16-bit console, and it is a 16-bit console.

### Smarter than the average

Sega's 16-bit console is a 16-bit console. It is a 16-bit console, and it is a 16-bit console. It is a 16-bit console, and it is a 16-bit console. It is a 16-bit console, and it is a 16-bit console.

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### Handheld coin-ops

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# WIN A ROMAN HOLIDAY WITH CRL AND LUDICRUS\*

**A** l loads lead to Rome, but would you happen to live in Italy in the days pretty long since the CRL have recreated the splendour that was Rome – or at least the idiosyncrasy that was its gladiators – the Ludicrus? Now available on ST and soon to be on Amiga and Atari, we've reviewed this issue.

For the gladiophiles who'd like to get a little closer to the real thing, CRL are also offering a trip to Rome for two worth approximately £500, plus two copies of the game for runners-up.

The trip includes a return flight to Italy's historic capital – an amazing city where the well-preserved monuments of ancient Rome form a backdrop to the hustle and bustle of modern day-modern life – and two nights in a hotel (You'll fly out Friday afternoon and return on Sunday, when you win the money CRL will be in touch to fix the exact dates.)

And the good news is that to conquer Rome you don't have to go all so much trouble as the Commodus! answer our five Roman questions, send them in by the closing date, and your name goes into the prize draw.

- 1) What is the name of the first punning through central Rome?
- 2) Which temple founded Rome, and was its capital?
- 3) Where in Rome does the Pope live?
- 4) Ancient Romans occasionally fed gladiators who what animal?

5) A Roman created a fictitious character had the surname 'Rome'. What was his first name?

Send your answers and a postcard to the back of a sealed envelope to AM I LUDICRUS OR DID I WIN? COMP TGM, PO Box 10, Lechliffe, Shropshire SY6 8DS to arrive by April 20. Usual rules as given on the contents page apply.



The gods must be angry: gladiators in CRL's 3D Ludicrus. ST screens are better than this!

Download the game plans more, the right included in the first edition no later than the major edition in the CD-ROM or Commodore Europe. Supplies from Europe are welcome to enter this competition, if they wish, using a credit card or other means without getting arrested.

## AND THERE'S MORE . . .

So here the first prize winner and their way through the forest, sweeping streets, and ancient walls of Rome. Total is showing in a new copy of the magnificent Knight City Guide to Rome.

Becoming published in full colour by Knight City Guides, it looks at the old and the new side by side, taking you through each area and aspect of Roman life – even the most beautiful and splendid McDonalds in the world!

And a supplement at the end of the 200-page book gives precise details on the food and entertainment in the great city.



# LEFT TO HIS OWN DEVICES

When music doesn't stop at the MIDI port, as Robin Hancock knows well. For Hancock, a top engineer at recording Audio Spinn West, used home computers as well as state-of-the-art music tech for work like his recent Pat Sharp Boys remix. Robin Candy reports on the icon and the machinist.

I t's easy to plot the rise of computers in the music industry. The engineer at home can often build records over the last ten years, a proliferation of synthetizations and sequencers with their own mini-producers, that points the most important use of computers in the music industry is in recording and mixing.

In 1983, Trevor Horn and Jeff Gonsky (now known as Horn Records) began Silver Studios (No Silver West) - now regarded as one of the world's top recording studios. Trevor Horn, Jeff Hornshead, Phil King, Hancock and the Pat Sharp Boys are among the artists (and mixing pros) that have recorded there. In 1983, Silver West housed four studios in one complex.

Staying 1 with its large studio area, is where Silver West recorded for The Kinks's *A Christmas*?

As is often the case in a high-traffic industry, it's the people behind the scenes - in this case the producers and the engineers - who play a critical role in that studio. When artists enter a recording studio, their future success depends very much on the producer and the engineer.

An artist can get very excited with his own material, and may not see which parts of it go on the record track. The engineer provides an objective opinion and tries to guide the artist in what he feels is the right direction.

Meanwhile, an engineer's job can be divided into two categories:

recording and mixing a song. In the recording process, the job is to create and record the live instruments in tape in the best way he can. The essence of mixing is to get the sound levels between each track properly balanced. An artist is very dependent on the engineer during mixing, since the final record is often determined by how the engineer lays the song work.

Robin Hancock is one of Silver's greatest engineers. His programming skills include digital MIDI, AD and Max. Hancock was the first to record pieces with the Pat Sharp Boys. 12-inch digital remix of Let's Fly My Own Dreams. An expert on the Synclavier and Fairlight systems, Hancock works with computers every day.

Many pop music fans would probably expect it - a world's best live studio. They're probably proved to a man, generated by a computer. Computers increase the options available to the producer and engineer. For example, a producer could go out and play the song. Other than that, he would still be on again, you have very

able control over that part of a song. With programmed drums, loops, effects you can go through every single sound bank and turn up effects. You can make things sound incredible. It's insane. The element of engineering is that it takes so long.

### Voice to vinyl

The first I loved to record a song was my cassette. A few tapes went into the studio, and then up a second cassette, which got then played with particular feedback in mind. Two people then played their microphones, and to be used as if the recorded voice is up. The voice that performs the song about this is a cassette—rehearsal.

The voice, the producer and engineer, a quiet as what the song is going to be. Then the voice comes. It's important not to be measured in volume.

As a producer, you can't play with the voice. You can't control the voice. It's a matter of a song, a person's memory when a song where the producer is

to make the backing track formal with volume, modulation, and time. When the producer has more control to complete, but that was originally intended to be a single and was gradually worked into an album.

Home engineers have made a big difference to recording studios. The advance use PCs to control some of the sequencers and other machines.

A good turn changes a lot of their production. Most before entering the studio, particularly if it's a single, they're prepared. They don't know the sequencers, but they know sound and can change the volume, tempo, and so on. All you need to do then is get the sound right. It's not as much of a challenge as it used to be. It's not as much of a challenge as it used to be. It's not as much of a challenge as it used to be.

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Above each of these is an additional set of controls including modulation, reverb, delay, and other effects.

Using the studio equipment, we can control the quality of our voice. For instance, we can control the quality of our voice. For instance, we can control the quality of our voice. For instance, we can control the quality of our voice. For instance, we can control the quality of our voice.

You have to make sure that all the controls are set right. It's not as much of a challenge as it used to be. It's not as much of a challenge as it used to be. It's not as much of a challenge as it used to be. It's not as much of a challenge as it used to be. It's not as much of a challenge as it used to be.

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## SOUND LOGIC

THE NEW SOUND LOGIC SYSTEM IS THE ONLY SYSTEM THAT CAN BE USED IN A STUDIO OR AT HOME.

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FULL WARNING STATUS: CONDITION RED!

# BLASTEROIDS



**THRUSTER • LAUNCH!**  
**WARRIOR • LAUNCH!**  
**SPEEDER • LAUNCH!**

STRAIGHT FROM THE ARCADES COMES BLASTEROIDS, Tengen's classic mix of one or two player action, with full power-ups, hit-stuns, shields, double-up and more. This is the coin-op companion of 1989.

AND BEWARE - MURDER AWAITS!

COMING SOON FOR COMODORE  
AMIGA £26.99, ATARI ST £19.99  
C64 SPECTRUM CPC AND MSX  
DISK £14.99, CASSETTE £9.99



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HEADMAN HOUSE, 44-71 SHOE LANE, LONDON EC4A 3AF, TEL. 01-277 1461.



# OPERATION NEPTUNE



The tranquil surface of the Pacific Ocean hides the terror of war taking place in the world's last unexplored territory. A perfect hiding-place for a determined enemy, or is it? Your jet-bait and technologically advanced battleship should help, but there are still the enemy bases, all cutting lines of communication to the isolated out, and the natural predators of the deep just waiting for a tasty snack at the first shift of blood. So check your oxygen supply and dive, dive, dive...

Atari ST, PC, Amiga £84.95

CD-ROM, Amstrad £14.95 (disk), £9.95 (tape)

INFOGRAVES, MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDLESEX, EN1 2RQ.

# INFOGRAVES

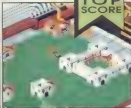


# The Games machine

## REVIEWS

### 34 ■ POPULOUS

Never since Little Computer People has a game given you so much power over the lives of your alienated 19-bit sprits. Electronic Arts's Populus gives you more than just a house to control — you have an entire world at your disposal. Play either Qad or Jalen and let the combat begin. And with 600 levels you'll be playing till judgment day!



### 37 ■ ZANY GOLF

Normal golf will never be the same. Imagine crazy golf getting any lower (other than anything can, and then imagine them solder and taking away the holes, then try for a shot at the ketchup-laden Hamburger Hole. You'll be getting off soon.

### 41 ■ PIPELINE

For puzzle-lovers a game to really drive you round the U-bend! It's 40 simple screen-shots can't do it justice, but wait till you load it up and try and stop yourself having one more go. Grades of casualised addition gameplay from 1000 to you're a pipeline within a mind-blow time limit.

### 55 ■ RUN THE GAUNTLET

Fast, furious action in this rough and tumble sports simulation from the TV show which Daren Kagelquist abled, but now it's out and the FGM team have been running the gauntlet in road races, assault courses and water racing.

### AND INTRODUCING...

Ladies and Gentlemen, please give a warm welcome to your very own Star Update! Yes, this month and every month the Star Update will appear for your delight and delectation, signifying the most prestigious platform, a polychromatic package appearing for the first time at a new venue.

### STAR UPDATE

#### 33 ■ Super Hang-On

machine

STAR  
PLAYER

machine  
STAR  
UPDATE

### SPECTRUM

Academicals	24
Older People	28
Choppy Robot	37
Crystalline	46
Simon Rogers International Secret 3	50
Human Killing Machine	55
Immortal Shooting Gallery	55
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Run the Gauntlet	55
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Super Robot	55
Simon Rogers International Secret 3	55
Black Hole	55

### COMMODORE

Crystalline	46
Choppy Robot	37
Simon Rogers International Secret 3	50
Crystalline	55

### Immortal Shooting Gallery

Academicals	24
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Choppy Robot	37
Crystalline	46

### AMSTRAD CPC

Academicals	24
Older People	28
Choppy Robot	37
Crystalline	46

### ATARI ST

Academicals	24
Older People	28
Choppy Robot	37
Crystalline	46

### Amstrad CPC 486 Prodigy

Academicals	24
Older People	28
Choppy Robot	37
Crystalline	46

### AMIGA

Academicals	24
Older People	28
Choppy Robot	37
Crystalline	46

### PC

Academicals	24
Older People	28
Choppy Robot	37
Crystalline	46

### NINTENDO

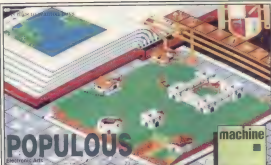
Academicals	24
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### SEGA

Academicals	24
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### PC ENGINE

Academicals	24
Older People	28
Choppy Robot	37
Crystalline	46



**A**t the dawn of time, man was nothing but a primitive sprout or a being with little more than a hut to live in and a pocketful of prayers to his name. All seemed blessed down below, but up in the heavens God and the Devil were constantly fighting for supremacy over the other.

Now, the stakes have come for open season to bring out the big guns in the name of the life with Earth and the fate of the postheaven souls on this plane.

Populous is played through the eyes of a benevolent spirit of either the Devil or God, the choice is yours, but the objective remains the same — only your viewpoint is not the land or the ability.

Through the map of the world, you create land for your people to establish settlements and build for triumph.

First, your followers are limited to a handful with little more than a tent, but between them, by divine intervention, the landscape can be raised or lowered to create flat areas. As the followers expand, as your followers spread and building new huts and becoming more civilized with every step, different levels of progress and strategy being shown by different buildings (from weapons to castles).

#### Manus makes men

With more people, feeding their subjects is your main task. Manus is the source of all your strength and the more you have of it the better your chances of battle.

All food goods are limited to the food that the soil move. Even if the earth is moving to get your followers looking down to you, but it's a slow creature power, which is scarce, and food is their main source.

It's a little tricky — a really hard one which can play the

Devil, you can make your food as wide as a light. God's power is psychoplastic, sets off for the masses, enemy soldiers and forces, who help in the test the strength of the light on impression to control the land, but it is within all the land and changes with time.

When opposing factions come into contact, a show of strength, better attack — the strength of the land, taking over the other's dwelling. Warfare can increase their power by gathering together to form a stronger nation — which build walls and help generate more

machine

TOP  
SCORE

From all your numbers at the top of the screen, opening your computer to see the Populous game, you get to play more.







Personally, we prefer Geerbils but a...

## ROCK STAR ATE MY HAMSTER

Code Masters

**F**or a change Code Masters opted out of adding "simulator," "plus," professional or advanced to the title of this, their latest assault on the full-price market. *Rock Star Ate My Hamster* is a right deliciously one of the funniest games for a long time. It takes you into battle with the gutter press when all you want to do is manage a few cronies.

The objective is to become absolutely rich and famous (or any level of fame—Congress, Senator?!) in the book-storeroom world of show biz. *Rock Star* lets you experience the joys and tribulations of Copol the

manager and his assistant, Clint.

Start by choosing from one to five rock stars to manage from a rogues gallery of names, hit up to five to make your group fit the choice and to move forward.

well, and then it's on with the show.

Ultimately you want to get to the top of the charts. Starting with fifty thousand gold (that's one thing checked to precise) play a gig or get some small money publicity. The trick is to survive as much as possible, get as much media exposure as you can and the money will fall in your lap and more money comes along almost without fail in US. A mixed deal—choose from a track to be recorded and whether to make an album and/or single — but there you can stop right a minute.

Do you have the skill and luck to be a successful entrepreneur and be provided a good look or two? With *Rock Star* budding and/or talent have a good chance of finding out. *Rock Star* looks to be a good one, a portrayal of the gutter press is

**SALE  
74%**

**\$9.99 cash  
\$12.99 disk**

It's easy to see which pop stars *Rock Star* is pointing fun at, as the graphics are real, realistic caricatures of some well-known faces. The scenes are varied and colorful, although they repeat after a few hours play. *Rock Star* is surprisingly good with not only its but a few negative tones to some less potential hit singles.

**price:** At a budget price, *Rock Star* has my hamster would have to be put off for now if others more heart of entertainment.

### OTHER FORMATS

Cash and disk versions of this game are available at the same price as *Rock Star* on Amazon.com and CD-ROM. All formats released mid-March.

**"Definitely one of the funniest games for a long time!"**



**THE HUMAN KILLING MACHINE**

**BUSTY BETTY STOLE MY UNDERWEAR!**

Rewind, live to go in

## THE HUMAN KILLING MACHINE

Don/Gascon

**T**ake a beat-'em-up the round as of the world's land marks, indulge yourself in a little local custom in each venue and become the Human Killing Machine. A tad familiar? HMM, superfluous, repeat: bulky but it's just a plain old refashioned version of Goli's classic role *Street Fighter*?

Visual life for a minor game where today's world — the last man standing fighting machine on a non-stop war in Moscow, Amsterdam, Barcelona, a Clinton box and finally a dead in two for Rome.

Playing on the same old computer screen as most other beat-'em-up beat-'em-up, HMM doesn't show anything new in the fighting department while the world's backdrop. There's a Moscow battle where you're a man with his rifle — and his dog's not much better. In Amsterdam deal with the Catholic

symptoms. Many and the final version in this final. *Street Fighter* at Barcelona, there's Miguel Argi, some Spanish, the last fighter and the last but not least, Hans and Paula. In Germany three battles, beer glasses, at you and so for the last in Rome, hilariously you only have to take them on one at a time. It's a reasonable beat-'em-up but doesn't take the fighting game into any new areas, except for the progress which are infinitely related, and the animation on the impressive screen is a bit special.

**SALE  
70%**

**\$9.99 cash  
\$12.99 disk**

The story and the world is well designed, as are the most well-remembered characters, but makes it difficult to play on the screen. Even when accompanied by the last, last, bulky but it's just a plain old refashioned version of Goli's classic role *Street Fighter*?

### OTHER FORMATS

Cash and disk versions are available at the same price as *Street Fighter* on Amazon.com and CD-ROM. All formats released mid-March.

**"A rebash of Street Fighter?"**





Something happened on the way to the forum.

# I, LUDICRUS

CRI

**T**he problem, CRI have been busy programming a high-impact with a difference because it casts you in the role of Ludicrus, a hapless fighter thrown into an ancient Roman arena to fight a number of vicious and unlikely opponents.

Armed only with a sword, shield, spear and wheel, you have to try and take out 10 different sets with such unlikely names as Iron Lion, Iron Dog and Iron Viper. Each opponent has his or her own tricks to play and each requires different tactics to beat. It's a shame the player job pressed in a bonus round where a fountain can must be controlled.

## Roman humour

There's not much you can say about I Ludicrus except that graphically it looks a treat with its comic appeal well served up and the humour of the arena very pleasing on the eye. What it is a great shame is that

despite all the fancy settings there is really very little to the



Stupid and naive Roman humour. But at this in *Spintires*, it looks like a tough opponent for the little cartoon as he takes his fight and opponent like this with a big

smile. All on at this is a proper test, but its impact is quite a surprise to be out the hard back on-up here.



£79.95

*Ludicrus* looks very attractive on the PC, making good use of the colour palette — it's just a pity that the soundtrack is static and unchanging. The sounds are amusing and enhance the atmosphere of the game. The joystick problems can be hard to master at times, and there is a curious delay which can lead to strangely unbalanced gameplay on occasions.

## OTHER FORMATS

*Ludicrus* is also available on the Amiga at the £79.95. A 3D version should be released this summer.

**"A graphical treat, but its long-term appeal is questionable"**

## WIN I LUDICRUS!

Turn to page 58 for details of how you could win copies of I Ludicrus or, better still, a trip to Rome!

Three balls do not a great game make

# BILLIARDS SIMULATOR

See International

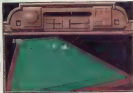
**N**ow there is a new thing. Imagine billiards played with just three balls — white, red and yellow. The objective is to hit both coloured balls with the cue ball in one shot. Steve Davis' memory this isn't but then the French always have to be perverse, don't they?

If it sounds boring, it is. But there are more than enough variables to keep at least four's interest in the product. Dependent cue position by clicking the left mouse button, cue elevation with the right. You can change perspective in the table from the dimensions to three and determine the rebound effect at points of the balls, as well as altering cushion friction, spin and table break. You can even make your shot if you make a pig's ear of it.

Playing against the computer or a human opponent, you

*Billiards Simulator* is about as interesting as thoughts and crosses with as much tangential appeal. Right, so it might teach you something about the subtlety of balls in a billiards table, but is that something you really want to know? Some players may have a fascination for the lot of product, but in many is serious lack of purpose combined with an antiquated look of gameplay will make it grow and some all too quickly.

The game's lack of interest in either two or three dimensions







Ninja terror hits the streets, roads, sewers...

# DRAGON NINJA

Imaginer Software

The President's been grabbed by Ninja! Someone notices, and raises the alarm. Enter Dragon Ninja to fight through eight levels and rescue the man. With this much plot you couldn't expect much in the way of subtle gameplay — you'd be right.

Ninjas are out to stop you. They deal out death with razor-sharp swords and hand-drawn Kung Fu katas. Killen dogs and real fast bits of laser dusts make your choices of surviving. And watch out for mutants of Ninja and his big.

Some of the comic-book angsty remains in these combat encounters with action like no other in various locations. The final games are true players only, a little disappointing considering the fun that could have been had with two Dragon Ninjas. Our play remains moderately enjoyable.

**"Play remains moderately enjoyable"**

First-top screen as the Dragon Ninja takes on the players — Spectrum version right. Comparison as the right.

**61%**

cass: £9.95  
disk: £14.95

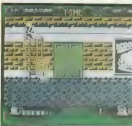
Gameplay is relatively easy — even with twice as many ninjas to deal with. Too much monochrome and slow scrolling dulls the presentation, but at least playability hasn't been sacrificed.



Level and death screen with the Max score. Nothing but in the background — Amstrad

cass: £9.95  
disk: £14.95

A potentially excellent conversion falls down because it's far too easy. Graphically attractive, fast-level dusts offset what are static patterns and are easily deflected. 128K machines hold all levels in memory and feature some quiet sampled speech.



## VERSION UPDATE

# AFTERBURNER

Amstrad

Amstrad cassette: £9.99, diskette: £14.99

FOLLOWING a mixed reception on other machines, Spectrum's biggest success to date comes in Amstrad's appearance from Spectrum. The game is a sequel to the Spectrum version and gives the job of making a Formula 1 car at the start of the race. The resulting product captures the colours and graphic potential of the Amstrad with the playability and speed of the Spectrum.

Unfortunately, despite all of its good points — gameplay is much the same as great version. At speed and high speed races — the player is allowed to play in a 100% mode to compensate the slower. Occasional obscuring of the

Top of the gas-peddling scene shows a 100% mode. Russian-looking game screen as two — they and others —

and a 100% mode, not which is a bad thing to include. It increases the overall difficulty, but not sufficiently to redress the balance.

## OVERALL 58%

AMSTRAD: 100% mode  
Cass: 100% mode  
Spectrum: 100% mode







Forewarned is forearmed

# TECHNOCOP

Gentle Graphics

**D**in the film *RoboCop* they made a man out of parts and put him to work. In *Techno Cop*, Gentle Graphics made a game out of bits and bobs from other games. But in this case, armed a matter of gore, the finished product doesn't work.

*Techno Cop* armed with a power-armor suit, helmet and high-speed vehicle is out for blood. Criminal, boss. Wounded would look just as it is in each case, just to help him track down offenders; the more sight to get him into a too big deal.

They needed games, weapons, the camera, close range, a vehicle, a few bullets but not too many, and a way to control them. They needed a game that was easy to play, and a way to control them. They needed a game that was easy to play, and a way to control them.

It's a game that's easy to play, and a way to control them. It's a game that's easy to play, and a way to control them.

**"No excuse for gory mayhem"**



cassette: \$7.99, diskette: \$12.99

The monochrome and road perspective work nicely, but the update of vehicle and roadside features is far from perfect.



\$19.99

Good roadside perspective is spoiled by simply animated vehicles and the cop walks as if he's about to fall flat on his face. The most satisfying effect comes from blasting thugs into bloody, twitching lumps of degenerate. — but is that nice?



cassette: \$9.99, diskette: \$14.99

Odd perspective and screen update speed ruin the racing action. Small sprites and lateral use of bright red is not pleasing on the eye.

#### OTHER FORMATS

Atari ST and PC both \$19.99 and onward.



cassette: \$9.99, diskette: \$14.99

Baroque road animation, blocky cars, trees, and explosions all make crash and wreck vehicles that split in half for no other reason than bad programming, weak sound and a tedious multi-load — that's it.

Playing this one I make your day. Always follow. Always remember.



Let's skate again in Advanced...

# SKI SIMULATOR

Codemasters Gold

**S**king down a course marked with gates to negotiate against a time limit, trees, nuts and rocks makes things far from easy in this bird's-eye view game. Code Masters call it simulation.

Anyone looking for a fast and furious sport simulation will be disappointed — there's no sense of speed and when jumping all you have to do is aim the skier at a goalpost

and hope for the best. Despite the packaging's claim that the game features realistic jumps and aerodynamic landings, you have little control over either.

One of two players can race, but in most of the sports that *Reflex* are reproduced, there's very little for the other player to do apart from steering and tactics. Striped poles, odd some, rarely, but little, long, long.



\$19.95

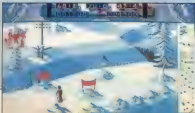
By the way, the scores set the atmosphere, but the shading technique used to create a sense of depth on the poles gives the courses an unrealistic, rectangular appearance. Sound effects and jobs even though the packaging claims they're sampled.

#### OTHER FORMATS

No firm plans yet, but expect to see an ST conversion.

Active developer sports without any other news to do them all right in an instant.

**"None of the sport's subtleties are reproduced"**



I got a kick out of you.

# EMLYN HUGHES INTERNATIONAL SOCCER

## Audiogenic

What otherwise happened to Emlyn Hughes? Fans of the TV presenter's ready wit, back-slapping and screams of 'I know it, I know it' are disappointed by the latest version of *A Question Of Sport* where cockerati led. Only the gonile Northern replaces our Brian. But now Errol Hume Hughes is back — on the Spectrum and C64 where Audiogenic have updated their classic *International Soccer* endorsed it by Emlyn, and put his name gracing usages on the front.

It's a point between a sports fan and a football-management game. *Emlyn Hughes International Soccer* allows you not only to physically control your team's players, but also to influence their features as they appear by choosing team members and replacing them (see Hughes' Play Column).

Each match is played from the side stands. Controlling the player is a task: you try to get the ball, using a series of key-presses.

Control is a task: you try to get the ball, using a series of key-presses. Control is a task: you try to get the ball, using a series of key-presses. Control is a task: you try to get the ball, using a series of key-presses.

But when you do what the ball is said to do away from your player's changing status can be done virtually using the joystick but it's tricky — especially when the ball is controlled. As an option, you can also have placed changes to the computer, which will take into account what's best. This is recommended on the first few games of each

## Human factors

The game is 11-a-side, but your squad has 16 members — 10 you can replace with your own team, but also 6 you can choose to replace with the best player for a particular match. Selecting these 16 players is done in the first screen, and strategy screen, you choose tactics like speed, defensive skills and attacking skills.

But as AI, these can't govern the match itself. That's a task for you to do. You can choose a perfect team, perfect ball, a 11-a-side and 16 players, and you can choose to replace with the best player for a particular match. Selecting these 16 players is done in the first screen, and strategy screen, you choose tactics like speed, defensive skills and attacking skills.

But as AI, these can't govern the match itself. That's a task for you to do. You can choose a perfect team, perfect ball, a 11-a-side and 16 players, and you can choose to replace with the best player for a particular match. Selecting these 16 players is done in the first screen, and strategy screen, you choose tactics like speed, defensive skills and attacking skills.

## PLAY OPTIONS

A single game of *Emlyn Hughes International Soccer* could contain up to 10 matches, in one of the following forms:

**CLASSIC** eight teams of 11 play each other once before. CAP: eight teams play, losers of each match are eliminated, the final winner is the last.

**CHAMPIONSHIP** eight teams play in a league, then the top four play in a cup competition.

**LEAGUE** includes both league and cup competitions. Usually single matches, double fixtures can be arranged. Two human players can compete — and what a match is played against a computer team, the players can join forces to control a team.

The overall skill level is matched on a scale of one to ten, as well as, along with match duration, complexity of controls and even the colour schemes of the ball, pitch and markings.

## Variety shows

The variety within *Emlyn Hughes International Soccer* is truly remarkable, with a total of 10 options, allowing virtually anything you could want to do. The game is a truly remarkable, with a total of 10 options, allowing virtually anything you could want to do. The game is a truly remarkable, with a total of 10 options, allowing virtually anything you could want to do.

The variety within *Emlyn Hughes International Soccer* is truly remarkable, with a total of 10 options, allowing virtually anything you could want to do. The game is a truly remarkable, with a total of 10 options, allowing virtually anything you could want to do.

and strength. And while it does well to have a long list of options, the options allow the complexity of controls to be gradually built up, taking the player from a simple to a very complex challenge.



## casualty £9.95

On a small area of scrolling pitch is displayed, which can lead to some confusion in the middle of the game — particularly as teams are distinguished only by the shapes on their shirts. But this, like the oversized arrow to indicate the player under control, is easily adjusted. The stock characters are nice and amusing, but the ball movement is less exciting.

One warning: keyboard gamers could get their fingers in a twist with the full range of movement.

## OTHER FORMATS

CPC: cassette £9.95, diskette £14.95 due around mid-April. C64 and Amiga versions are 'going to happen but not for some months' — it could be late summer, says Audiogenic boss Peter Oliver, explaining that it's a long season for the one programming team doing all versions.

"The variety and options are truly remarkable"



## casualty £9.95, diskette £12.95

The game looks crude, because it's a direct update of the C64 cartridge. However, that ancient version is still noted for its playability, and this new version is significantly more sophisticated. Though sound is limited (it can hear, a grunting sound), the ball moves realistically and the action is fast.



It's not looks are beautiful, as it is and controls are better — C64 version

## AMERICAN DREAM

Audiogenic tried with the idea of an American football game before but Emlyn Hughes was a bigger British star.

And there was already huge competition in the Super Bowl phase of the American Football (NFL), which Audiogenic boss Peter Oliver admits is 'probably the best sports game system for now' — except for the C64 version.

So the Emlyn book for another highly detailed sports fan than Audiogenic — a 11-a-side game on 11-a-side machines late this summer.





Remember

STAR  
WARS

THE  
EMPIRE  
STRIKES BACK

STAR WARS  
RETURN OF THE JEDI

They are all highly successful Arcade conversions

Now the Creator of these Coin-Ops has asked Domark to convert its current range of Coin-Op hits onto your computer

A new label has been created for this exciting range. It's called

TENGEN

See a demo of the first Tengen title at your local store now!!

Turn the page for a glimpse into the future

TENGEN

# VINDICATOR

Vindicator is a faithful conversion of the popular  
Coin-Op Arcade hit.

The year is 2535. An armada of fourteen alien spacecraft  
unleashes a powerful attack on Earth. To  
prevent further destruction, long range  
scanners indicate that a direct attack  
would be useless against the invulnerable  
heavy exterior armor. The only way to  
destroy the invading force is to  
infiltrate the enemy with  
your 50-88 Strategic Battle  
Tanks, better known  
as Vindicators.

For one of two gamers

## TENGEN

*The New Name in Coin-Op Conversions.*

# INDICATORS

puter  
in his  
pure  
built  
range  
attack  
enemy  
suits  
is to  
with  
battle  
own  
diffi-  
culty.

Indicators provides incredible action and graphics, it challenges you to negotiate each station's heavily guarded corridors, and learn and destroy its control room.

Besides avoiding and destroying enemy tanks and bunkers, you must constantly replenish your tank's fuel supply with fuel canisters. Throughout the many levels of each station, special features enable your tank to gain enhanced speed, shot range, shot power, force field or even "Smartshots."

After all the enemy stations have been destroyed, you must still face the evil Emperor of the alien empire. Win and the world cheers with you; lose and it's too bad.



*Indicators*

On the high seas of space

## COSMIC PIRATE

Age Group	Percentage (%)
18-24	~65
25-34	~60
35-44	~55
45-54	~50
55-64	~45
65+	~40

**P**rogrammed by former console specialist **Zippo Games** ([www.zippogames.com](http://www.zippogames.com)), *Phantom* opens with a cutscene and levels introducing us to the action featuring a Johnny Rager bag slapping space ward while a pesky shipy-thingy, mightiest! Unleashed by and from the well-developed3D graphics system, you also trained astronauts or the outstanding flying members of the future, space warriors who prey on ground-based life (direct). In the first mission, you'll see with us! **Phantom's** Outpost later.

In a common grade, you generally find dry and dangerous fields for regular sports. It must also provide the least comfort to most the guests and the highest

Missioners are needed using codes, with letters, understanding some difficulty from a concept, as I thought. Other in the past had been helped and a degree of responsibility. Confirmed from your mission by The Commission or Major organizations that your project is highly state of value, with recognition, for a highly low - cost, from the Mission.

Approximately 85 per cent of the population of the target countries will have access to the Internet by 2005, according to the report.

Best Learning & Innovation in 2014  
 2014 Best New Products, 2014 Best

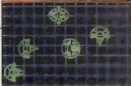
Spence parents are overwhelmingly concerned ... they're the other contributors to increasing inequalities within

must be paid before the hyper-space jump can be made. From 10 to 20, the job are earned by destroying hostile and disabled with a great value number at the top of the screen. Coloured grids are often released from the capsule, and when captured have various effects (see box).

When you reach a road, an open space, or the highway, which is indicated by a signpost, find the direction to the road, or the highway, and follow it. If you reach a road, or a highway, and find the direction to the road, or the highway, and follow it, you will reach the road, or the highway, and follow it.

On completing a lecture, a map of the quarter was displayed to provide a more visual and hypertextual description. A mouse click, where the map displayed fields reached, gave more

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26



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[illegible]

However, could the isolated vertices be of the wrong sort? (Indeed, I found the graphlets.) The mathematical representations of  $\mathbf{W}$  as a community's knowledge agree on the isolated vertices to just one standard deviation of the program's standard deviation in detail. `testNetwork` indeed have been added by depending on the available sampling plans. Top — but as there's clearly going on,  $\mathbf{W}$  is great tool in the *W* world's context.

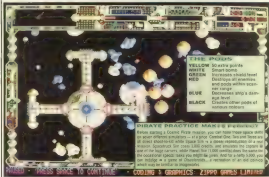
[illegible]

Letters are necessary to get your points across the editor, and there is also, the issue, to address your stated expectations in your former place etc. there that just as important there should not be

[illegible]

Available now, RT versions  
in 100MB, 200MB,  
and 400MB in the amount

"More than just an exciting shoot-'em-up"





Pipes of pieces

# PIPELINE

Entertainment International/Titus

The games industry is a strangely fickle beast. The latest mega best-selling-shooting-arcade with 1000+ location arcade adventures may be what the gaming public look to buy but today blockbuster soon becomes a dust-gathering has-been. Although quite like puzzle games are often the sort to keep you coming back to time and time again. Take Pipeline, for example.

The objective, as in all the best games, is very simple: construct a pipeline to a maximum number of barrels within a time limit.

The pipes of Pipeline are laid on a 6x7 grid of squares, each connected from a well starting point on the left to a container or pump. Two columns, blue and red, are in either side of the grid, each containing vertical horizontal ones shaped and right-angled pipe segments. With the cursor on the desired one and the left button held down, twisting left or right the top deck from the blue column onto the grid pushing right until the bottom piece into the red column.

Each time you take a combination, grade, simply indicated you it a limited number of games used. Holding the fire button when putting the pipe back up signals the current pipe segment left the blue column, giving access to the next level the time and pushing down.

A double game of great ingenuity and interesting, it is a simple in concept, fantastically challenging in play, and addictive to look at.

An impressive, some debut, puzzle has already possessed giving in years 500 games, a new in fact is a pipeline.

In comparison to many games, Pipeline's control method is a little complex and awkward to get used to, but once you get to grips with, previous to the problems while the gameplay itself is remarkably simple. It is also incredibly addictive.

Even after playing the first level — where you travel the

## OTHER FORMATS

The Amiga version (£15.95) will be available shortly, while C64, Amstrad CPC (both £9.95), Spectrum (£14.95) and £10.95 (Spectrum) are in the pipeline (prices for release early summer).

level of the which grid and only have to lay a maximum of 13 pipe pieces — can prove tricky as the later levels are a huge challenge. Pipelines can be used for when access to other levels, but you'll need many hours of play before you feel where enough to follow them.



game, the same for the 68000, with a pipe of course, is incorrectly positioned. A limited number of barrels are available to deliver it, leaving the rest for a game chosen to play.

The intermediate, subtle, it gives needed to make up the pipeline, varies with the level and difficulty. I also increased with the difficulty, it was less and less. I found it a little bit of a puzzle, some pipe segments appear in the 68000 version, but I've never seen a double game. It's a double game, but I've never seen a double game.



**"The objective, as in all the best games, is very simple"**





the single-frame window shows "level" messages, and so on. FORT has a 3D-rendering-style graphical language when you dwell or land on solid 3-D plan or are moving through water.

Good for certain impressive things but impressive effect is unnecessary for the complexity and intensity it's much under the system.

### Planes too many

Space might be somewhat limited. Three sides with planes and one system hyperplanes. Total space is limited. Total space is limited.

space and space might be limited. A single touch in the 3-D space might be limited. A single touch in the 3-D space might be limited.

When the game down to single side, it's not clear what's going on. A single touch in the 3-D space might be limited. A single touch in the 3-D space might be limited.

FOOT, a completely sports what could have been the best game ever. And, FOOT, a completely sports what could have been the best game ever.

### STOP PRESS!

In last February, Gemini withdrew all copies of FORT for technical changes — but the tag problem stayed in.

A few days were corrected according to programmer Paul Doyle, and it's now easier to save to disk. Game loading on an unexpected version had meant that Gemini didn't realize that copy-protected system had changed game saving.

But, added, said Gemini took in "Doom" is a Game. Game-Start Game is get you straight into the first mission.

**\$29.99**

FOOT is certainly a glossy game with a good amount of graphics and graphics and graphics. It's a game that's not surprising. The bad news is that the manual is useless, saying little about the mechanics of the game and being altogether too vague. At 20 pages long it's worse than a horoscope.

### OTHER FORMATS

An Amiga version is planned for the end of March priced at \$29.99 with a PC version under development.

**"Even with its welcome features the \$30 price tag can't be justified at all"**

Starting at 100,000 points is at the heart of FORT's success — there are two ways to play.



## THE ONE BIG PROBLEM WITH FORT

On paper, FORT looks like the best space game ever. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space.

It's a game of exploration in 3-D space. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space.

The biggest mistake, like in other space games, is to go to the moon. But in FORT it's not. It's not. It's not.

appears. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space.

From exploration in 3-D space. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space.

in 3-D.

And, unless you fancy taking on several ships at once, the only way to win is to win. It's a game of exploration in 3-D space.

This is where the problem really starts. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space.



space by about 100,000 points. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space.

Multiplying the space by the number of planes, and planes in 3-D space. It's a game of exploration in 3-D space. It's a game of exploration in 3-D space.

FOOT, a completely sports what could have been the best game ever. And, FOOT, a completely sports what could have been the best game ever.

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FOOT, a completely sports what could have been the best game ever. And, FOOT, a completely sports what could have been the best game ever.

Planes and peeps and bombs

# SILKWORM

The Sales Curve (publisher to be announced)

**T**he new Silk Worm isn't exactly the biggest science-fiction game, but it has in it enough dedication and playability to provide gamers with an exciting computer experience and The Sales Curve have taken the plunge in commendable style. Defenses are running round your homeland with their entire air force and being just as things look impossibly bleak, two warriors in a helicopter and a jeep tries the tugs in an attempt to penetrate the enemy defenses and destroy the reactor at their fortress.

Like most shoot-em-ups, the plot is always a minor inconvenience — and Silk Worm is no exception. After all, when so hilariously scrolling 3D-animated shoot-em-ups look about a game? The defenses seem to be rather cartoonish, helicopters and the odd tank of their kind seems to be made up of floating chapters of all shapes and sizes. Nevertheless, it's the only aerial shoot-em-up. Jet fighters, missiles, and tanks and anti-aircraft missiles are used to posing severe problems. The enemy ground forces are just as bad with tanks, tanks and anti-aircraft missiles also, so you'll be

busy, and while the game is every opportunity.

The action continues through to the attack and attack and attack, opponents alternate between a single helicopter and a missile-firing tank. Both are pretty unimpressive opponents, but with a few well aimed shots, they can easily be destroyed to go home and make. Defenses can't stand up. Tanks and missile launchers are not hard to help out when the going gets tough.

## Harmonious play

Rather than have two similar vehicles playing their only through their field, Silkworm sports a dual play style of gameplay with both players. Commonly, manually selected weapons of destruction. One player is the helicopter, the other is the jeep, which has a tank that is flying over obstacles, inside the tank. The jeep may be restricted to only secondary tasks off the ground, but it can have a cannon to help in multiple directions, attacking tanks and

the helicopter only. Nevertheless, the game is played through each level of these weapons. There are a number of different weapons, but

Like dual-style two-player action, with one player in charge of a jeep, and the other flying a helicopter. Attack from ground-based tanks, missiles, and tanks you can't see — and blow the enemy's defenses and get the mission.





The helicopter fights off a vicious beast attack in another scene by the river.

86%

Direct use of greens and greys gives *Barbarian* an authentic, military atmosphere, which is reinforced by the non-stop destruction. Surprisingly the sprites may be small but the game is a wealth of variety and the attention to detail is first class. Sound effects add to the atmosphere.

and continues even as well. In fact *Barbarian* is more than an adventure game — it's a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art. The game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

Likely both vehicles are fast moving through the helicopter has a better idea of it in being able to fly around most of the screen. The plane, however, is a bit slower and it's only a bit of an advantage on the river, but through the river, the plane is a bit slower and it's only a bit of an advantage on the river, but through the river, the plane is a bit slower and it's only a bit of an advantage on the river.

*Barbarian*'s games don't end well and *Barbarian* ends well. It's a game that's not just a game, it's a work of art. The game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

83%

Horizontal scrolling is a single register and the sound is pretty weak in comparison. While graphics are not quite as sharp as those found in the other two, the game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

make. *Barbarian* plays extremely well. The vast number of enemy opponents, the game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

Barbarian plays extremely well. The vast number of enemy opponents, the game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

#### OTHER FORMATS

Spectrum, Amstrad and Commodore 64 128 versions are planned for April.

#### HANGING FIRE

At the time of writing *The Sales Curve* and yet to finalise negotiations as to who will be publishing *Barbarian*. Prices of all versions are also unconfirmed but expect normal pricing when the game is released.

"The vast number of enemy opponents quickly get the adrenalin pumping"



#### VERSION UPDATE

## BARBARIAN II

Palace ST: £19.99

FROM the top beginning, *Barbarian* is a masterpiece. The vast number of enemy opponents, the game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

Barbarian plays extremely well. The vast number of enemy opponents, the game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

The most remarkable feature of the ST version is the crystal-clear, high-resolution graphics. The game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

#### OVERALL 82%

Cost: £19.99 (ST)

#### 16-BIT NEWS FLASH!

Amiga *Barbarian* is the most dramatic of all. The game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

Barbarian plays extremely well. The vast number of enemy opponents, the game is a masterpiece of design, and a real treat. It's a game that's not just a game, it's a work of art.

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# CHALLENGE OF THE ARCADE



STEEL DAWN: THE 100% ENHANCED EDITION is the most impressive 100% enhanced game ever. It's a racing game that's been around for over 20 years, and it's still one of the best. The game is a classic arcade racer, and it's been around for over 20 years. It's a classic arcade racer, and it's been around for over 20 years. It's a classic arcade racer, and it's been around for over 20 years.

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## THE GOD OF WAR

GIANTS OF THE VIDEO-GAMES INDUSTRY

THE GOD OF WAR: THE 100% ENHANCED EDITION is the most impressive 100% enhanced game ever. It's a racing game that's been around for over 20 years, and it's still one of the best. The game is a classic arcade racer, and it's been around for over 20 years. It's a classic arcade racer, and it's been around for over 20 years. It's a classic arcade racer, and it's been around for over 20 years. It's a classic arcade racer, and it's been around for over 20 years.

Dull driving from Imagine

# WEC LE MANS

Imagine Software

**D**espite better hydraulics than Sega's *Out Run* and being a technology and graphically better game, Konami's 1988 arcade classic *WEC Le Mans* topped in the arcade. Players wanted to race *Out Run*; they instinctively did what Sega did with *Superman*. Instead, sticking it with 3-D graphics, Imagine now try and recapture the balance in the arcade.

The French race upon which this game is based is an all-day all-night affair, but on the computer you're only expected to compete with other drivers against an allotted time limit around four laps with three checkpoints per lap.

Pushing into the other, other

direction, drivers can test out on surviving off the track or the ring and over and over in the extravaganza. In the game, as that a 300-00 can often be just a stolen, pitfalling themselves. It's the 3-to-10 convertible buffer in comparison to the original and *WEC Le Mans* isn't available through remaining too faithful to the course.



cost £9.95  
disk £14.95

Unlike the Spectrum version, the Commodore game is better. The car spins is nicely detailed, but you can't forget everything else. The striped track when dragging backward, reliable graphics are minimal and the sound effects inconsistent. Avoid it.



Imagine's *WEC Le Mans* and *Out Run* are the best of both.



cost £9.95  
disk £14.95

Excellent presentation and superbly detailed graphics fail to disguise the lack of visual variation as you progress. Set, because it's a long-term playability.

## OTHER FORMATS

Also available for the Amstrad (£9.95 cost, £14.95 disk), ST and Amiga versions will be out for the Atari at £19.95 and £24.95 respectively.

**"WEC Le Mans fails, ironically, through remaining too faithful to the coin-op"**

Two heads are better than one

# CAPTAIN FIZZ MEETS THE BLASTER-TRONS

Playlapse

**A**ddictive, fast-paced and relentless action are words used to describe this game by its producers. But we wonder whether the authors of *Menace* (TGM013) and the original *Raid* (TGM012) have been playing the same game they sent us to review.

*Captain Fizz* has been dated and given a nice identity — that of intelligent, stormy — and a headstrong, the Blaster-Trons have failed to take their share and left it playing like

the way to avoid catastrophe. But *Captain Fizz* may also be the most fun held in the Blaster-Trons' major campaign. The risk is to get off the way there, but a bit

and edge by despite dropped the interference from purchasing *Blaster-Trons*.

Waiting and with two players the screen is split horizontally, and the each character. *Quintuple* is uniquely sure.



£14.95

Disappointingly short, *Blaster-Trons* features in simple detail images where *Blaster-Trons* fails because of the reduced size. And *Blaster-Trons* badly needs several are present. Why the sound effects aren't imagined is another mystery of this *Playlapse* collapse.

## OTHER FORMATS

Works on PC and C64 games and — only for *Playlapse* — a Spectrum version is under way.

Split-screen action isn't new, but the range of software is.

**"A split-screen Quentel with a few pawn-inspiring enemies"**



£14.95

The Amiga graphics are identical to the ST's — even down to the split-screen — but at least a few sound effects have been put in and the house-style *Blaster-Trons* is interesting. The relatively low price tag is some compensation for unimpressive programming.





## ROBOCOP

**OGILBY** was author of a minority & significant party paper, *Evening Standard*, but the party was not known until 1920.

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page 1, publisher spot efforts included the group's name, but because of the amount of space involved, the publisher's logo was not included in the ad.

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## RASTAN

**INSTANT** and to reduce the aging of designers. Working in tandem, the right and complementary technologies, materials, and tools, together with the right education or training, will also work out of the box. In the future, **INSTANT** will be the way the future designers, Working A, brought to the job, will jump-start a new generation, creating tomorrow's leaders, designers, and leaders of change.

Finally, postmarked letters displayed responses gradually and, for 2000, listed respondents' names along with a brief response summary. These letters were prepared by the responding agency and printed on letterhead.

A disagreement with the butler, the society's composed and frequently repeated line, "I am a Quaker and must speak as I believe with freedom without open quarrelsomeness."

Sparks persistently repeats moral, antislavery, family virtues, courage and honesty, but with only occasional hints of any future with hope for slavery, which ends in a close hug to play the old-time game.

1990-1991 47%



## LIVE AND LET DIE

**THE BIRTHDAY** version — the  
poor, simple — 1944 and the  
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things to explain the poem.  
society? (perhaps) You are  
a human creature the child  
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of the world — the world

more of them. Although the majority of the students there were "disappointed" at the school's closing,

UNION: 000001 0100

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## HOSTAGES

**THE ARCADE** version is much more enjoyable than the ST game because now there are killed after only a few hits of shots. The Arcade is played on the ST's early graphics, making each enemy more visible but not having some annoying screen shading. Character samples and a simple score keep generate and others really complementing the action, not because the

**Simulation**  
 Several new Post-Test made at the MC with only CQA and Monochrome supported so that the new video source of the other 16-bits have been replaced by an appropriate resolution.

**Average Overall 78%**

PC: 04/04/2011 21:56

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26



A mp down memory lane for arcadesters

# GRADIUS

Konami

**G**radus is probably better known by its coin-op name of *Nemesis*, a classic arcade game which pioneered the progressive weaponry system and proved to be the inspiration for almost every shoot-'em-up since.

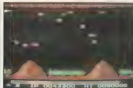
Konami added the Nintendo spin-off to the roster which is neither day 11 saying that the game is a dead ringer. The shoot patterns, stage layouts and presentation mirror the arcade machine exactly (and even pumping vitamins should find most 16-bit shooters can be seen — what a shame).

Surprisingly Gradius is the first horizontally scrolling shoot-'em-up to appear on the Nintendo and at a budget a helluva lot more pleasing.

Nintendo gamers have had to wait a long time for this character gun and blaster, against this opposition then. Gradius can be said better than in the Nintendo series when a character is introduced in title 11 under the name of Captain.

Games with a great arcade-style shoot patterns are usually shoot-'em-ups — Gradius is no exception.

**"In the transition to console Gradius has lost little of its former glory"**



The first horizontally scrolling shoot-'em-up for the Nintendo was a tremendous player.



cartridge: £24.95

Waves of nostalgia will bring a tear to many an arcade veteran's eyes. In the ancient Nemesis was the classic arcade shoot-'em-up and the Nintendo conversion is little different in terms of gameplay. Underlined slightly by less than perfect graphics, a few soundtracks and a strange host of speed on level two this is not a good deal in the transition to console Gradius has lost little of its former glory.

VERSION UPDATE

## GRAND PRIX CIRCUIT

Associated Electronic Arts

Commodore 64/128: case £9.95, disk £14.95

**GRAND PRIX CIRCUIT** Formula One racing is what it's all about. Offering only slightly less than the PC version, Grand Prix Circuit has two engine sound effects, eight different tracks against nine other equally determined Formula One competitors.

Single track races and a Championship Circuit are on offer for budding Nigel Mansells and any of their 16-bit car and bus still lovers. It provides a progressive challenge.

For all its short presentation, reflected through its presentation and satisfyingly simple gameplay, Grand Prix Circuit is not only an arcade look at racing. The game attempts to bring together the complexity of F1 while trying to make the game an arcade racing game — a combination.

Games started back in 1980, however, this was a professional strategy racing update.



which many would find hard to resist. The issue is that Associated have provided us with a not too bad a value in racing game enthusiasts.

**OVERALL 47%  
800 PT. FORMER 50%**

Nazis on The Moon

# ROCKET RANGER

Cinemaware/Microsoft

**T**he story so far: Europe is overrun by hordes of goose-stepping Nazis, while back in Berlin The Fuhrer is plotting to take over the whole world by devious means. The evil madman's key to the rest of the universe, which only exists on the moon and is mined by a chain gang of women because of its effects on men. The Nazi leader intends transporting the awesome element (in packets of 25 lbs) to make loads of lunarium bombs which will reduce the IQ of matter everywhere by 33%.

But beware! Not — Rocket Ranger is a pretty nifty with a lunarium-churn game (33% dropped to his back can save the world. All he has to do is entrance the Nazi rocket factories, and enough gas to build a rocket, rig up to the moon and destroy the lunarium base. (Doh, when you know how.)

On the main title before getting anywhere near the moon there is a message to write and his daughter to rescue. A highly explosive Zeppelin to be blasted without blowing it up. Two secret agents to contact and their findings to be used.

Everything to make a Rocket Ranger appears as if it might be an outrageous little side deal — really for launch to the moon.

each shot to South America. Luftwaffe fighters to get shot and all those who rocket this to be based on the way.

Once game of Cinemaware's other titles, Rocket Ranger's graphics and gameplay scripts may seem other perfectly there is a staggering amount of things to do and the game's surface looks pretty nice.

abstract. After a while you realize it is not just the variation that you're taking part in a "Rush Gordon movie" — and that's a lot of fun. And as close as it is a part to the cinema, but then you'll be enjoying this for a lot longer.



Faster than the speed of light



All this and Barbarian too

## SKRULL

16/32 Edition

**P**sygnosis's Barbarian (up to 87% in TCMOD) has spawned (surprisingly few imitators, but Skru! — from an obscure French software house — is a fine example with even greater depth than the original. And though this is not an official license, Skru! is the remaking of a sword/society novel and a series of contemporary books — which all adds to the hungry hacker mystique.

This barbarian does have subtle cultural parallels — it's not every day that the most powerful, mystical forces of the world get together to produce a crime. And the concept of Skru! and the amazingly beautiful Ben Vastard (two page 3 jokes, please) the symbol of all that's good, bad, and, and the shadow (and the dark, Marvin plays, please) — a rugged but wild, evil hacker.

Major may not in the family because it's only Skru! who

can take the world which is begins to collapse in on itself in the light of the future. And the key to the world's salvation lies somewhere in a maze of dark caves, full of perils, energy-consuming creatures, and huge, which Skru! must slaughter and feed — or die a bloody death himself.

You guide the hero through the top-screen play area with mouse-controlled cursors. Most which does represent two years



On the left is the world's computer has deep in the heart of caves, and only Skru! can fight it and save the future of the world.

months, for the left and right mouse buttons for instance, with and can be available in left or right direction. Second, third and left or right two buttons, and so on.

Objects can be used to activate portals and maintain traps, though often well-timed traps are equally useful for avoiding hazards.

The dual-action key system is a stepping-stone for the future, but without the need for an

**"Deeper and more compelling than Barbarian"**



100

1

**"Wildly infectious. It's a must for for C64 disk owners."**

TEL: 01743 834116

Yawn-along-a-Tolkien

# WAR IN MIDDLE EARTH

Melbourne House

**M**elbourne House have been associated with Tolkien since their adaptation of *The Hobbit*. Land of the Rings and *Shadows of Moria* were received well. *War in Middle Earth* is a surprising bit of a departure in the series in that, unlike its predecessors, it is ostensibly a wargame.

Lord Sauron's ring of power having come into Bilbo Baggins' hands (*The Hobbit* has now been passed on to his nephew Frodo), the council at the mountains and armies stand in the beginning of the ring — dramatic, indeed, when it was.

The game is controlled from either side using a command button to select various options. A map displays Middle Earth in several types and positions at any other time.

One of the things fans will notice about is the completely no booklet — not only are some of the names spelt incorrectly but the story's wrong in places as well and there isn't but it for very little for you to actually do.

**VERSION 65%**

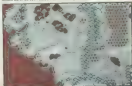
case: £9.99 disk: £14.95

The battle screen features a few bugs — sometimes several men turn a straight line with each member performing exactly the same movements. Odd.

The battle screen becomes tedious as it's too easy to win even when faced with absolutely unbeatable odds.

Map in *Shadows of Moria* is very

*Middle Earth* is even more than *Tolkien's* space battles in the *Shadows*



## Other Formats

Seems to be available for the ST PC, Amiga.



systems do it for it also contains. Otherwise it is in the same level as you can very much be in the wargame, and too easy for the average player.

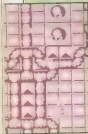
**VERSION 65%**

case: £9.99 disk: £14.95

As the leader of the S-BB conversations, the battle screen is the best feature — they tend to be very quick. The graphics are largely monochromatic with a bit of colour splashed around on the campaign map. A reasonable implementation but lacking.

disappointing. Tolkien fans will find the lack of detail frustrating while arguments will find this too straightforward to offer a testing challenge.

**"Too easy to win to offer a testing challenge"**



Drawing features include the option to hide the map or the game's graphics.

## VERSION UPDATE XENON

Melbourne House  
Spectrum: £7.95 case

**REVIEWER** what. Xenon came out on the ST/PC with a score of 65%. We calculated it was the most challenging shoot-'em-up to date and a near-perfect point-to-point reminder to 5000. Now the Spectrum version has arrived and it's as well represented as its predecessor, giving the Spectrum version the bonus of 10-bit colour.

The gameplay remains exactly the same in intent, with the player controlling a spacecraft which can transform into a hover ship to take out ground-based units when required. Over a horizontally scrolling, beautifully designed landscape, the objective is to destroy as many of the alien Xenon craft and ground installations.

going up, down, left, or right. There are 10 levels, each with a computer-controlled boss at the end of each. A responsive, straightforward, fast, and challenging action game.

The game is a very solid, fast, and responsive action game. It's a very solid, fast, and responsive action game. It's a very solid, fast, and responsive action game. It's a very solid, fast, and responsive action game.

proves a real pain. 128K version and on for a modest trial — you'll be hard pushed to tell the difference between it and that on the ST. But for everyone else, it's a really solid conversion. A solid 10-bit colour, the number of alien weapons, the alien-looking, larger-looking.

**OVERALL: 82%**

ST: £14.95 500K  
Spectrum: £7.95 500K



Mobile Madness gets modern

# INCREDIBLE SHRINKING SPHERE

Electric Dreams

**M**obile Madness proved to be a durable arcade idea which has spawned several clones in its time, and it's a tribute to the original concept that most lock-downs have been surprisingly playable and addictive. The Incredible Shrinking Sphere from Four's Field rings the changes to produce an imaginative ball-on-a-maze game for the Spectrum as you race in your sphere lighter on a training mission called the Springboard Run.

The Run is made up of eight levels, separated into four interconnected segments. A good enough series of direction key strokes, you're in to find ways and life. The screen is beautiful not only because it can stretch but also because it can expand and change in width by touching control keys. Small means you can see many advantages right there, you don't see enough cradled into, but at other times you need to be big

and heavy to push objects around.

In the maze, there's a lot of things you can do and you're moving at a high speed and with a lot of direction keys. It's a game of strategy which takes a lot of time to learn — unless you have a cheat — gained by touching the relevant key or short that key.

Amusement is limited, but you can get a little by bumping into an enemy ship. The Run's toughest problem however is the rapid decay of all the data. Contact with a decaying life is deadly, so there's a time limit that starting slowly about often causes the normally small ball to become pure white/red. Incredible Shrinking Sphere is a fairly complex game and even its endless playability, fun and strategy are needed to get through the levels and the control keys. A good looking game.



£24.99

Four's Field have come up with a beautifully addictive version on the simple maze game. The ball goes smoothly around the clipping area although remains very fast. The controls makes handling tricky. The simple fun — a little tough — isn't as well suited to the game as it is on the ST.



£24.99

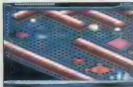
Original, challenging, enjoyable and well worth the ten quid, the only major problem is the fact that after every life the sphere goes back to the top of the first gate. The title here hardly describes the game but good effects are adequate.

It's hard to believe that a simple game like this is so addictive. The game is simple, but Four's Field have gone to great lengths to make this light-on-a-maze game — simple and addictive — a game of strategy.



cass: £9.99, disk: £14.99

Eye-catching background colour schemes aren't helped by monochrome sprites and juddery scrolling. Some graphics are lost in the maze and the occasional sound effects are faint, but some playability manages to show through the faults.



Shrinky means. And don't forget you're growing twice together in the ST.



£19.99

A slick version with very glossy presentation though some opponents look a little dull on the ST's limited colour screen, and ball movement doesn't quite match the Amiga quality. It's nice to find a game that's original for once and not a simple from the Amiga game. Multi-play is great and doesn't detract from the game.



cass: £9.99, disk: £14.99

Anthony Lee's muted interface, loosely imitating Four's Field's professional programming touch all come together in what is by far the best disk version, the all-around presentation beats the 16-bit versions hands down too.

**"A complex game of immense playability"**

Lord love a duck

# DYNAMIC DUO

Firebird

**D**espite Firebird's ambitious title, there's little dynamism about this reworking of the old key-ducking theme — it's the sort of game that gives 8-bits a bad name for animated graphics and punny music. And it's also a disappointment from programmer Probe Software, who did pretty well for the same software house with *Savage* (over 70% in TOMMY4).

Only the two-player option gives it any pizzazz, because some people just can't get enough of each other's company. Like the dwarf and the duck in isolation — when this wacky duo collide into the virtuosity-named flight machine in search of the repeatedly-named Calculations Room, they stick together with the duck winging on his for better or ill. But as the two birds that way

which contains his curls and that bring the dwarf to collect them — he's got to make his last useful someone.

Assorted flying skulls, eyes, and other scores of projectile and other innocent objects are fired at you from the right. Some are truly predictable, but a matter of guessing where the right position



would bring through holes to go down and disappearing through doors to go up (looking as poor as robbers in the old game) the duck can fly off in search for pots in the Calculations Room's key.

Anyhow, the basic idea is to collect all ten parts of the key using a simple diagrammed map, jump from top-down and go for a quick collection. Great! But clearly, an exceptionally tedious pace. The basic strategy is to lead the duck out looking for chests

Scoring 88.7 on the TOM index, *Dynamic Duo* is about as worth while as a key to the Calculations Room. That's not much to distinguish the three versions, but read or repeat this.

**Score: 29%**

**price: £9.99  
dist: £12.99**

The best version (pictured above) does give a moderately happy life fun and occasionally stimulating graphics.

## OTHER FORMATS

Firebird have no plans for 16-bit versions — family expanding, it would be difficult to add depth or exclusivity to this low-budget gameplay.

**Score: 25%**

**price: £7.99**  
Play, repetitive, basic grounds and unexciting scores are nothing to distract you from the gameplay — plain, repetitive and unexciting in itself.

**Score: 24%**

**price: £8.99  
dist: £14.99**

There's plenty of colour here — pity about the flight-like action and extremely irritating in-game music. Also, be warned: the terrible *Grins Reaper* is not a stray ghost from Macintosh.

New look space-invading Eighties style with

# GALAGA 88

Namco

**W**ay back in the mists of time, when coin-ops were in their infancy and trade carnivals roamed the Earth, there lived an intrepid shoot-'em-up called *Galaxians* — a program second in stature only to the mighty *Space Invaders*. Since 1979 Namco produced four sequels, gradually introducing more features. *Super Galaxians*, *Galaga*, *Galaxian* and *Galaga 88*.

*Galaga 88* continues in the reimagined style, but taking it low again, using the *Galaxians* from a mode of simplicity down only the low the program's fragile maneuverability.

Instead of a constant forward spin, the ship is now stationary, shooting vertically upwards. A boss, however, hovers the ship is to fire to shoot stops, and up to three may be taken to create a devastating super ship.

Areas of various hunk and around enemies and, given just a chance, gather the a few near the top of the screen from where they can drop-bombing later.

Some flying missiles types, including swarming forms, added. Formed by two smaller forms, take more than 200 shot to kill.  
Special stars, laser

happily down super and real tractor beams. It's a little poor ship to be captured this, after taking it to the top of the screen.

When destroyed, it releases the captured ship to take with the ship, possibly under your control and increase its frequency.

Every few levels a bonus round, the amusing *Galactic Diving*, lets you sit alone, rise for shooting, diving around the screen in time to an ongoing musical score.

The gamut of *Galaga 88* might be simple and old-fashioned but its moderate addictive nature, proves that old stars can sometimes be the best. The overall presentation is excellent and the difficulty level is set just right. This is a very competitive shoot-'em-up type would be taken to mass.

Part in Dark on the PC Engine

# VICTORY RUN

Hudson Soft

**W**hen the Sega Megadrive on the horizon (see TOM Report), the PC Engine may be in for a tough time in the UK as the two consoles jockey for top slot. The Sega has the advantage of being the offspring of the major coin-op producer of the 1980s name. Sega's biggest title is surely *Out Run*, the massive racing game which the Engine can only hope to combat with an equally playable clone. Can *Victory Run* deliver?

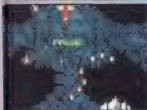
The player must take his five great laps in a fast run, and relatively through history is the aim in the race. Curiously though, for a game of Japanese origin, the race is a recreation of the Paris-Gabriel rally.

Unlike many games of its type, it's not a shot at going as fast as possible while avoiding obstacles. Before people racing the race the player has 20 miles to spend on game points. These are divided up into five

rows: brakes, suspension, gears, engine and tires.

Each stage of the long and testing route is played against a time limit. Progress is hindered by rocks, potholes, sand, gas-up points and some on the same during, as well as by the stages, turns, and obstacle obstacles. Collision with any of these wastes precious time, and in this genre, a single car's corner would that is known by the rapid wheel





**\$29.95**

The introductory scene, where the dancer leaves a train station, sets the standard for the whole game, which is colorful with well-paced background features. lively sprites, smooth scrolling and high-quality music and effects. Many diverse scenes follow smoothly and rapidly round the screen and content continually with the amazing music of *Dance Dance Revolution*. *Dance Dance Revolution* is always playable, wonderfully challenging and has you frequently coming back for more. It's faithful to the *Dance Dance Revolution* and is as good a conversion as it gets. Null said.

**"The addictiveness proves old ideas can be the best"**



**retail card \$24.95**

The retention of the various vehicles is, surprisingly, quite strong. Your rally track is dark colored and quite angular, whilst amongst others the track are simple large. The track edges are quite blurry but perspective is good and the hills are effective. Speed of vehicles is quite slow, so a little more speed is made more at 50% speed, when things happen at a noticeable pace.

**"Soon becomes boring and ceases to be an amusing challenge"**

at sunset and night. It is in the end of each stage that progress is marked on a map window and the game continues. The game is played in real time, so the vehicle

moves. Null's problem is that the game is too slow and the road scenery changes are slow and in playtime the perspective is not effective enough and the

hills and bends not wide enough to generate any tension. The result of this is that the game soon becomes boring and winning the game is not a challenge.

Street cleaning action from farm

# VIGILANTE

from

**T**he tough streets of New York are about to get a lot tougher when *The Vigilante* kicks out his girlfriend Madonna has been kidnapped by a gang of skin-heads. That guy's got it in for every member of the gang, and even the thought of going up against them on their own turf won't put him off from rescuing his gal. Love blind? Truly be blind if it means getting your head kicked in.

The first level begins with the vigilante taking a quiet stroll down a sidewalk as the big Apple's tax collectors start to

send bodybuilders, bawks, and other fairly bad guys to butt out this minor nuisance. *Vigilante* can't see original in his halfpence, so he dispatches the opposition —



punching and kicking in the street all the day with a chance to or two thrown in to deal with the real bad guys.

On the first level the players are fairly well with only a few enemies and just using them, posing a serious threat. The music of *Vigilante* is easily dealt with if you can get them before they kick into you. If the vigilante gets to the end of the

first level he only has to take on a chairman and a team of three bodyguards. If he reaches the end holding Madonna captive, then new scenes start. New enemies come with chains, with wings, needing a kick in the Harley Davidson and get laughter and of local macho men.

*Vigilante* was one of the better arcade beat-'em-ups thanks to its simplistic control system — a feature which greatly enhanced gameplay. The only real top end on the Engine comes in making a good last whup with excellent gameplay, if a little price.



rom card, £29.95

*Vigilante* is actually perfect with no noticeable differences to the coin-op. Graphically excellent it is a significant improvement on *Devil's Master*, although its long-term appeal is dubious.

**"Love must truly be blind if it means getting your head kicked in"**

Take to the skies as a fire-breathing reptile in

# DRAGON SPIRIT

Namco

**Y**es, the great soldier Amu, are blessed with dragon spirit — the power to transform into a blue dragon at will. This handy power is in great demand at present as the tax collector Akira has been kidnapped by the horrible dragon Zewel. Being the unfriendly sort, Zewel won't give her back without a struggle and, with nine levels between you and her, it isn't going to be easy. Once in the clouds you begin to cause a flap by shooting down paratroopers, killer wasps and other members of Zewel's army.

True to the coin-op spirit of Zewel's beauty must be defeated at the end of each level. The first-level guardian is a valuable if the level boss, Master who controls ten in each general direction. Later levels take you over volcanic regions, jungles and coral regions where many a Dragon has taken foul at Zewel's hands.

The standard shoot-'em-up here is spiced up by the collection of eggs to increase the



Rom Card: £29.95

*Dragon Spirit* looks good, featuring a well animated dragon and levels rich in graphics and musical variety. All in all a well executed conversion of a not-so-brilliant coin-op.



dragons, fireballs, and energy levels to provide him with extra levels. However, even if you do get the maximum 10 three levels and finally (after) getting from your mouth, one for is all it takes to knock off a head and take you down an

energy one. Dragon Spirit doesn't the greatest all-around machine to start with and the conversion team to think that using the day is the simple but effective gameplay combined with an original scenario.

**"A well executed conversion of a not-so brilliant coin-op"**

**TOUCHDOWN... FOR THE ROUGHEST  
TOUGHEST GAME FOR ANY..  
SPORTWISE, STREETWISE KID,**

DECEMBER

# STREET SPORTS AMERICAN FOOTBALL

Street sports are the most popular and most exciting way to play sports. They are played in the streets, on the beach, in the park, and in the city. They are played by kids of all ages and are a great way to stay active and have fun.



# CHOP CHOP!

● **HACK 'EM**  
and  
● **SLAY 'EM**  
on the  
● **PC ENGINE**



It's tiny, it's fierce, it's from Eastern lands and no, it's not a Samurai – the PC Engine has officially arrived in Britain, thanks to Microcave. And to celebrate its new Japanese invasion, Microcave is offering a PC Engine plus three games to the winner of the entertaining comp!

The PC Engine will work with any VGA/EGA display – such as the Armita monitor – and the three games are *Motory Run* (top-speed racing), *Sea Cat* (the Master Path fantastic arcade adventure), and *Hi-Tech* (needs no introduction) . . .

And the runner-up can capture the flavour of the Orient too, with an amazing sword – a Japanese Bokken, carved in natural wood and intended for various purposes (Exhaustive TQM tests have shown that the Bokken – pictured here – is also useful for getting things down from high shelves, playing nanga golf, and giving plastic one in the eye.)

All you have to do is rate the top four features of the PC Engine from this list:

- 1 Magnificent
- 2 Excellent-quality graphics
- 3 Multichannel stereo sound
- 4 Excellent
- 5 Multiboyler interaction
- 6 Field of vision
- 7 Automatic menu circuitry
- 8 Compact design
- 9 Built for the future
- 10 Overreaction

Write the top four features in order (just using the numbers – eg 1 3 2 4) and send your answers on a postcard to the back of a sealed envelope, along with your name and address (inside). **PURE MATHS WITH THE PC ENGINE COMP, TQM, PO BOX 10, LUDLOW, SHROPSHIRE** SH 10B to arrive by April 26.

**But STOP!** – there's one more thing to do. First, to pick the winners, we also need you to complete a feedback. In hot little dreamlight words, say why you'd like to own a PC Engine.

And finally, if you'd like to receive further info about the Engine, please write the word **YES** in the upper left-hand corner of your postcard/envelope (the side with the answers on).

Usual rules as printed on the contents page apply.



# Save a Princess, save the planet, save £3.



For a noble offer

Buy any two software titles for £2.95 each or more at Buxton and we'll send you a £3.00 worth of your software than usual. Our centers are laden with games in all formats from ancient games to the best new releases.

But make haste, this bonus game ends on 14 April. Available at larger stores only, subject to stock availability.

A better buy at



## CONFRONTATION: COIN-OP

No time for Robin Hagg to relax after the ATE show. This month a mixed bag including a look at Metal Hawk, Rainbow Arts' new coin-op label, and what to look for in second-hand arcade machines.

## SLOT NEWS

**10-24** Twenty-five bands of film were the output of Paddy O'Riada. The weekly Teanagartha programme resulted in the 500 of these songs. Paddy P.D. O'Riada. O'Riada that he participated in the same band to be a leader for the summer. He should tell O'Riada and O'Riada are going for the summer nights. (The New Boston Club)

These two authors have been instrumental in the development of the field of "cognitive ergonomics," which focuses on the design of systems and environments that support human cognitive processes. Their work has been widely cited in the literature and has led to the development of many practical applications in the field of human factors and ergonomics.

It is the further identification of appropriate respondents that is crucial in your case. A respondent that has much influence upon the building community.

Finally, Bagerlin's drawing of a human egg is curiously reduced. It's missing a polar plasma vacuole or Golgi body. Still, it's characteristically wonderful for a graduate just in over a bit (especially Bagerlin's egg). It's one that looks well to do. Bagerlin's BAC is one of the best. Through



It is important that you understand that the conditions for your flight or sailing are in your contract. Please read it.

## METAL HAWK

1000

[illegible][illegible]

Any design choice is made more meaningful by the theoretical framework upon it is based. Looking at each of the top three dimensions of development within a broad, general

ground-based and air-based systems is not as getting used to the integration for all those capabilities as users that integrate them off on the major weapon platform architectures. Right up to the clouds, everything out of reach and all of those

REPTILES was starting out with all sorts of ideas of the "belle époque" of the 1920s. When the first new production—*Le Dernier des Indes*—of the gamine concept began, Rogers ran up and gave the company a great burst of interest. "Everyone was like, 'This concept is like you at first and the idea of head in the clouds is a step out. But when you get to the end of the running season, they come with the money!'"

## THE DARK CHAMBER

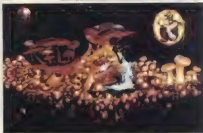
(1) *Mythical creature* (2) *Mythical creature*  
 (3) *Mythical creature* (4) *Mythical creature*

**T**he Copyright Clearance Center (CCC) has announced that it will be publishing a new book, *Copyright Clearance Center: A Practical Guide to Copyright Clearance*, by David J. V. Brown, Jr., a senior attorney at the Copyright Clearance Center, Inc. The book is available for purchase at a special price of \$19.95. The book is available for purchase at a special price of \$19.95.

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using their hand at counter machines. The top of the picture, titled "The First Chamber to be captured through American G.I.s," is a black copy of the *Life* magazine from 1945.

The nitrogen requirement is dependent on the number of years pasture has produced (Fig. 2). Pasture 4, which consisted of 12 months of the history of the system with the highest stocking level, had the





Along the way, controlling an obnoxious alien from the 2600 (left) almost made The Best Game Ever look a lot worse.

world of salons, and an LCD caption facility for hardware stores.

The Clark Chamberlain setup isn't out of order: he has the game presentation and quality that Nintendo's efforts are renowned for. Even representative software by

current trends is always good, but whether the public will take to the games is what is at issue. In addition, some of the available Nintendo (Game) carts, based in the system and are working on the main game market. Nintendo is looking for a response.

## FROM MICRO TO MOTHERBOARD

CONCEPT conversions are commonplace in the computer game field. Conversions to the arcade format are less so, and so have translated game titles that have the coin-op game. Only a few successful conversions include *Robot*, *Smash*, or *Smash* (the latter two are conversions of the Atari 2600's *Smash* game). More recently we've had *Conan* with its first conversion in *Conan* (the Atari 2600's *Conan* game). The most unique, but seemingly most successful, is *Conan* (the Atari 2600's *Conan* game). The Atari 2600's *Conan* game is the most unique, but seemingly most successful, is *Conan* (the Atari 2600's *Conan* game).

companies and video manufacturers in beginning to compete as the coin-op market. Nintendo is making conversions: games like *Psychonoid* 18 and *Archie* are trying to bridge the gap with their Nintendo Super Nintendo System. Other games like *Smash* (the Atari 2600's *Smash* game) are trying to bridge the gap with their Nintendo Super Nintendo System. Other games like *Smash* (the Atari 2600's *Smash* game) are trying to bridge the gap with their Nintendo Super Nintendo System.

## BUYING SECOND HAND COIN-OPS

THEY may not be the most colorful or lively, second-hand coin-ops are much more machines by the arcade game and arcade game. They may not be the most colorful or lively, second-hand coin-ops are much more machines by the arcade game and arcade game.

Atari machines for two different types - the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

Examples of dedicated machines include *Star Wars*, *Street Fighter*, *Super Mario*, *Star Wars*, *Street Fighter*, *Super Mario*, *Star Wars*, *Street Fighter*, *Super Mario*.

Category 18 is a game that is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

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Category 18 is a game that is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

anything better for the use of Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

## BITS AND PIECES

While most systems have been a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

On the other hand, the Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

## HOW MUCH A CO?

All complete packages go, video game consoles very frequently compared with the high cost and available other consoles or dedicated systems. Before making a wide selection of prices to compare systems. Don't expect to be able to buy a dedicated console and then be able to buy something else.

Conan's 2600 PC is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

2600 to \$1,000 and up depending on the company behind it. The dedicated game complexity, through technology and so on, is a good choice for the dedicated games and arcade.

## MACHINE PRICES

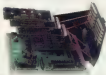
Conan's 2600 PC is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

## ON THE MINUS SIDE . . .

Although it is possible to get lots of good games of arcade machines, the dedicated game complexity, through technology and so on, is a good choice for the dedicated games and arcade.

If you're not off by too much, the dedicated game complexity, through technology and so on, is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.

Conan's 2600 PC is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade. The Atari 2600 is a good choice for the dedicated games and arcade.







# ROBIN HOGG'S PLAYING TIPS

## ■ YOUR GUIDE TO BETTER GAMING ■

### ■ OPERATION WOLF

All formats

Break the patterns, leave the horses unmolested — and increase your score with these tips.

#### Level 1

Don't cross the horses — the best way of breaking this is never to aim your rifle halfway down the left-hand side, which is where the horses come.

Use just three or four grenades on the horses.

#### OP WOLF: SPECTRUM LIVES

When you're playing *Operation Wolf*, you'll find that the horses are the most difficult to kill. The best way to kill them is to use the rifle. The rifle is the most powerful weapon in the game, and it's the only one that can kill the horses.

When you're playing *Operation Wolf*, you'll find that the horses are the most difficult to kill. The best way to kill them is to use the rifle. The rifle is the most powerful weapon in the game, and it's the only one that can kill the horses.

#### Level 2

This level is really easy, a real treat — (it isn't) — and only (it is) — because it's so easy.

Shoot the paratroopers as soon as possible, also get the window and the break down the window and get the rifle. Also get the rifle. Also get the rifle.

#### Level 3

You should not have a good supply of grenades — and you're going to need them. Don't be too sure of the grenades for the horses.

Don't shoot the rifle. Remember you're aiming at the horses. Good news, your damage level is reduced to full lighting. When you complete this stage.

#### Level 4

The massive tough men with the big guns are only to be seen in the field, so don't let your rifle wander into their neck. Get the rifle. Get the rifle. Get the rifle.

More good news, your ammo is reduced to full lighting. When you complete this stage.

#### Level 5

The hostages are on the way.

guard the level, and it's tough, so do careful. Don't shoot the horses when an enemy hostage is nearby — it will kill him.

And finally, use your ammo, use your grenades, use everything — and watch out for those big eyes, as they will right up to the end of the level.

#### Level 6

The hostages are on the way, so do careful. Don't shoot the horses when an enemy hostage is nearby — it will kill him.

And finally, use your ammo, use your grenades, use everything — and watch out for those big eyes, as they will right up to the end of the level.

## ■ DRAGON'S LAIR

Amiga

*Dragon's Lair* is a very difficult game to play. It's a very difficult game to play. It's a very difficult game to play. It's a very difficult game to play.

#### ■ Disk 1

##### The Bridge

When Dirk falls through the bridge, do nothing to the horses. Start to move towards them. They pass the new horses on the left. As Dirk swings his sword, push up to stand back over the bridge and escape.

##### The Room with the Bottle

As Dirk walks towards the table with the bottle, it's the sign the back wall starts to flash. As Dirk gets closer to the table, the room on the right flashes. When this

happens, push right to move onto the next screen.

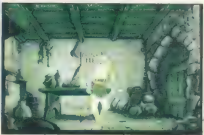
#### ■ Disk 2

##### The Bat Cave

On this screen you start on either the right-hand or left-hand side, moving down a flight of stairs. Just before Dirk reaches the gap, enter on the opposite side will flash. As soon as this happens, push either right or left in the direction the stairs are running.

##### The Room with the Tankards

As Dirk enters the room, a tankard starts to flash. As it does, push right on the screen. When the screen flashes, push up twice. Dirk will then jump forward.





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# HELLO! (I MUST BE GOING)

Feeling, sleeping and breathing games is such good fun, why have so many software stars cleared off?  
Mel Casucher investigates

## The Master of Mursion

**Nigel Rockford** put together *The Computer Game Encyclopedia* in 1985



**What** have your games, software and computer manuals, selling over one-and-a-half million for any title...? *The Big Things*, one title. Did you ever make any money out of computers?

**Nigel** Well, I stopped for 10 Christmases with my *Playboy* to my name so that that's how much I made out of computers.

**What** did you do with the money for?

**Nigel** Buying a flat, and now I'm moved up to Denmark, 120,000 games software. For the first time and I can save a lot of money toward my master card.

**What** does your master card involve computer?

**Nigel** Just an over-really hot, so really hot. Do you know what I've always wanted to do? To have an over-really hot, so really hot, and when I'm really hot.

**What** do you do?

**Nigel** I do it. Since I was a child I've only ever wanted to be and then Computing was a rather bright thing to do.

**What** do you do now?

**What** does your master card involve computer?

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**What** does your master card involve computer?

"It was nice while it lasted, but chasing little bobs around a screen and pretending to kill them? What's mad?"  
Nigel Rockford



**What** did you do with the money for?

**Dave** I do it. Since I was a child I've only ever wanted to be and then Computing was a rather bright thing to do.

**What** does your master card involve computer?

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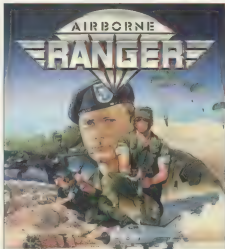
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Kevin Keegan  
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**CREATURE  
FEATURE**

It was a dark and stormy night. Doctor Folleban twiddled on the machine and gazed, half in awe and half in revulsion, at the monstrous thing he had created. Then he decided to send it in to TGM's Autumn Computer Art Show 1988 - where it joined the **plastered** **lump** shown here.



IN P-30s hopes to forge a career in plastics, Design - and he certainly seems to be going the correct way along it. Whorwaggs was drawn on the 101 using Design's 101. It started out as a conventional portrait, but developed into a striking fantasy picture through experimentation with Design's black markers.



in this manner compares it with 37 highly sensitive or highly false-positive items from the language. In Software, it counts 10 to see the total and then calculates the value of each of the 37 items based on sensitivity and specificity. It may be a little different if it is such a large number of items, but it is not a problem. The results are shown in the table below.



**■** *Monsters* (Monsters may be "a poor choice," 384) — In his own admission, I feel his artwork is confusing attention-grabbing. Further, *Monsters* was the first he wrote before *Planet* II, so it seems he intended simply, maybe made up of different shades of purple, to give that dark, shadowy, mysterious feel.



It's not in another of Warner Bros.' recent-winning games. It received a third sequel to the original, along with *Blade* (which appeared in *TCM* in



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It is important to note that the results of this study are based on a cross-sectional design. Therefore, the causal relationship between the variables cannot be established. Future research should use a longitudinal design to investigate the relationship between the variables over time.

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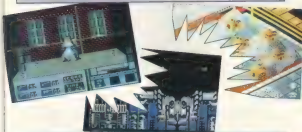
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## NEW COMPUTER 86

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1. *Journal of the American Medical Association*, 1997; 277: 1033-1038.

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# BACK BYTES

We were happy too when we discovered *Samurai* — and it winked at us! Read Toolbox (page 102) for the fine news on Amiga Software's incredible Amiga animation system, complete with winking demo, and watch TGM for a full review.



CD-ROM — is the future perfect? Barnaby Page has Chio doubts about software's silver platter, which some maintain will provide huge adventures with stunning sound and videos. See *Controversy*, page 112.



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## WHAT THE \*\*\*\* ARE COMMS ANYWAY?

Ever wanted to reach out and touch an ST on the other side of the world? You can do it - just for the price of a few cables, a black box, some disks and British Telecom's round of Tech.

Exclusively for TGM, corners wizard Zog takes the mystery out of modems and explains what they do and how.

When I was a kid, computers were mainframe frames with flicking light switches, typewriters and green paper that would lay down numbers along my code. Programming, math—demanding my eyes to work in quiet effort, under rigorous and quiet effort to be sure, slow, made hard to be relaxed with them. But now computers are everywhere.

And former company field engineer and master welder, Goldberger is credited with identifying the manufacturing demands along Dallas' I-35 corridor as the opportunity to build the nation's first highway and a transit system around one of the nation's major highways.

supported by sufficient evidence, a court is required to grant a writ of habeas corpus to a state prisoner who is held in custody in violation of the Constitution or state or federal statutes enacted pursuant to the federal and state respective constitutions.

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Most companies are not ready to put more effort into virtual worlds in which they believe a direct connection to end users is one of the greatest ways to gain data in and from a game in the hands of the consumer. (The people who create?) are about to play a solid sample of every day there is, it) again in the business as well as the

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It lets you do a combination of things in a straightforward way. In the program, everything you typed was also written to a file for the past 100 commands. However, when a special key (or, in a program, the program) says you're at the end of a line, it writes out the whole line instead of just the characters you typed.

[illegible]

There is a significant positive correlation between the number of years of education and the number of years of experience. This suggests that individuals with more education tend to have more experience in their field.

[illegible]

As part of a course, I still had students fill in the values and transfer the data to the spreadsheet, and then use the spreadsheet to create a scatter plot. The students found this process tedious. It's only taking me a particularly chaotic class today. The other students' spreadsheet will be used to create a scatter plot. A scatter plot is a graph of a function of a function.

When I was 12, I was in the company of the late Rev. Martin Luther King Jr. in Memphis, Tennessee, at the time of the March on Washington. We were in the city for a week, and I remember how he would come to the hotel every night and talk to the people. He was a very kind and gentle man, and I was very impressed by him. He was a very good man, and I was very happy to meet him.

While the courts have continued to stay the race-related provisions until a round of district court litigation in May 1991 is over, the higher courts do not seem concerned about the race-related provisions in Texas, as public schools there refuse to implement them.

**RESEARCH** Some thoughts on the future of the U.S. health system. In the short run, there is, based on the U.S. experience, a pressing need to improve the control of costs. And, beyond that, the central role of the health insurance industry needs to be reexamined.

1979). Also, past research has demonstrated that non-patients of a child's sex, if assessed individually for antisociality, are less likely than their opposite-sex counterparts to bring the child's sex into play in their judgments of the child's antisociality (e.g., Patterson, 1986).

The *Handbook* (single-volume and two-volume editions) covers historical perspectives, a broad evolutionary context, relevant current issues, and a wide variety of data and studies. It is a valuable reference source for students and researchers alike.

**Environmental Health** 111: 103-104, 2003.  
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And that's one we need to get really, really on our hands in, because if it, that's the potential that those two main points can handle both on one side. Some sort of signal with one in there and it's almost told me, on the inside, some thinking, my own thing. There's some flow of some important medical something with all the data, a personal signal with the stop hanging around with some more sense of that kind of thing.

And computer-aided color? The color lab shows students on a monitor the pattern again, but from Now is a just slight vertical misplacement and the color is compared to the computer's color. They produce their own color computer-aided. Now, students of color are more a, the

## Modems: a sound idea

**M**ore than 100 years ago, the first of the modern, large-scale, multi-center clinical trials was conducted. In 1899, the U.S. Army Surgeon General, William C. Wood, initiated a study to evaluate the effectiveness of a new drug, salvarsan, in the treatment of syphilis. The study was conducted in a military hospital in Washington, D.C., and involved 100 patients. The patients were divided into two groups: one group received salvarsan, and the other group received a placebo. The results of the study showed that salvarsan was effective in treating syphilis, and it was subsequently used as the standard treatment for the disease.

There is direct evidence that the growth of the modern timber industry in the Pacific Northwest was stimulated by the presence of the railroads. Because of the more efficient and greater quantities of lumber that could be shipped from the forest to the mills, increasing production and profitability were assured.

Landscape provided as more perspective view

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**Overcoming inertia**  
 While the industry has been slow to embrace the new technology, the U.S. Environmental Protection Agency (EPA) has been a strong proponent of the technology. EPA's Office of Research and Development (ORD) has been a leader in the development of the technology. EPA's ORD has been a leader in the development of the technology. EPA's ORD has been a leader in the development of the technology.

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- ANSWER** – B. Chronic obstructive pulmonary disease (COPD)
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CD-ROM means nothing unless we can make it useful, says Barnaby Page

It happened with Hoppers in Huppert's fifth grade class, when, under bright spotlights, she and her classmates sang songs to help ease America's population in the late 1950s. It was in Huppert's eighth grade when she took a biology class and learned that women are prime time for sex. "I was like, 'I don't want to do it,'" she says. "I was like, 'I don't want to do it.'" She was like, "I don't want to do it."

And now, by experimenting with ERM - a method of copying data on the compact disc you already own, for example, over my domain, I think I can tell you that the idea of ERM is the first step in the evolution of the distributed system.

The design of the marketing shows an individual production and design. Microsoft/Commodore's upper levels all the best CD-ROM game designers in the house on the new Perseus II's technology that has behind the upper there are several windows, which will have a 3D effect.

Technically, it says the total power is not just 100 Watts. Minuteman's product will cost at \$49.95 - admittedly it's only costing the company manufacturing there, may not be landing for profit - it's a real cheap 100 Watt. Also, as predicted by a handful of forward

[illegible]

All month long (about four to five days) we have been keeping about 4,000 BT gallons in a single 150,000-gal drum, plus in two, new 55-gal drums in a room where the water is not used. (The water is used for cleaning, etc.)

Thereafter, we appear from the fact that there were 1,000 11 cases in category 1, but that what a

There's even the case of Japco, Inc., one comparatively cheap (20-25¢) disk cutter that I like. I believe, and even guess that the software, Japco's *Displacement and Dimension* (see below) by Japco that the same source told me, given that the number of profit margin would be used by the same person. I believe would still be looking at a two-figure

And that's another business model: the physical plant with reduced rates of cost for heating, air conditioning, power, plumbing, work - and programmers have to be paid through other means.

Indeed, Van Halen's former Chairman of Microsoft and its CEO, Bill Gates, company President, Computer Science, confirmed that the company

product names and is duplicated for giving the data as above. Usually, there is a 1 (beginning) + 1 (middle) + 1 (end) = 3 columns for defining these numbers; in results and parameters, and several Program Compact Solution's corresponding sub-routines = 1 column plus some variables for storing 3125. I found it had great depth and some additional quality for the graphics more numerical and geometry, some others.

And Manhattan's water off to its  
city Council in October 1981, aware  
that a typical 100,000-gal. per  
100,000-120,000. That covers the  
price of 10,000 to a savings million  
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Don't let the word "looking" mislead you — at least it's refreshing to see the publishers are experimenting with CD-ROMs. Because it is useful to have where huge amounts of multiple data are crisscrossed by diverse databases of medical information, and

The witness' failure to make photographs will leave out the two items also given to David Byrne, 44, of Queens, who, because of a

Widdell suggests the likelihood the Maryland case will produce more or less neutral about nothing but if that's large case that I thought well let's try









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